

WINT-OR-REE 2025 Station Guide

District - Rifle range.

Patrols will be given a schedule for what time they are to report to the range.

District- Radio Station

Come in sit down and communicate with people from all over the world.

Photo Booth

Fun themed backdrops and props to choose from

Get your patrol picture taken with the YETI.

Troop 314 G - Lashed Pancake Flip

Objective: Lash two tripods, place a stave between them. Make 10 pancakes and successfully flip them over the stave with a skillet/frying pan and catch the pancakes with a skillet/frying pan.

Rules:

Each Patrol must lash two tripods with a tripod lashing and place a stave between them. The horizontal stave must be at least 4 feet above the ground. Concurrently, make 10 pancakes and toss them over the horizontal stave and catch them, with a skillet/frying pan. Pancakes must be between 4 and 8 inches in diameter. Every patrol member must toss and catch at least one pancake and no patrol member can toss and catch more than 3 pancakes.

Scoring:

10 pts - 5 pts each for each correct tripod lashings.

10 pts –Patrol method, teamwork and innovation (Patrol leader, plan, execution)

10 pts – Safety (Leaving the stove unattended, not mischief with staves, rope or pancakes)

10 pts – Scout spirit (Scout Law in use)

10 pts – Patrol spirit (Patrol Flag, Patrol Cheer, Songs, etc.)

-1 pt for each flipped pancake that hits the ground

Skills and what Patrols should bring:

Skillet or frying pan (not cast iron) [Skillets will be available for Patrols that don't have one]

Lashings and knots knowledge, Scout and Patrol spirit, Patrol Flag, Patrol Cheer

Objective: Lash two tripods, place a stave between them. Make 10 pancakes and successfully flip them over the stave with a skillet/frying pan and catch the pancakes with a skillet/frying pan.

Equipment/Material/Supplies :

21 Scout staves

6- 6'lengths of rope for lashing

3 Frying pans, skillets (not cash iron)

3 Spatulas

3 propane stoves

Propane

Shake & Pour pancake mix

Paper plates

Garbage bags

Water

Troop 347 - Snow Ball Toss

Snow Ball Toss -- Each patrol member will have an opportunity to toss 6 snowballs (baseballs) into buckets spaced at various distances. 3 snowballs will be automatically provided. 3 additional snowballs will be awarded to each patrol member based off of the patrols ability to answer trivia questions related to scout skills as a team. The average score will be calculated after every patrol member has had a turn. Points will be calculated based off two categories; 1. snowball toss average and 2. quality of patrol cheer, teamwork answering trivia questions, and attitude amongst patrol members as each patrol member takes a turn throwing snowballs.

Troop 407 Scout Law Bucket

Scouts will shoot baskets to spell out the 12 points of the Scout Law

Troop 420 – Semaphore Signaling

The objective is for the Patrol to send a message to its counterpart across a distance using semaphore hand signals.

Up to 3 Patrols will be serviced at the same time.

- The Patrol will be divided into two teams. Each team will be provided with a pair of signaling flags, a message, and an image guide to semaphore hand signals. The Teams will be separated by about 100 feet.
- The 1st team will transmit a message via semaphore hand signals to the second team who will translate the message by writing it down on paper. The second team will respond by sending its message to the 1st team who will translate the message by writing it down on paper.
- The teams can try to make sense of the message received. (To their advantage)

Scoring per Team: (Add Team 1 and Team 2 together to get Patrol Points)

- 20pts extra - for a perfect translation.
- 5 pts /correct word: Teams will be scored on the accuracy of the received message.
- 1-10 pts – Signaling Techniques
- 1-10 pts – Use of Patrol Method, Teamwork, Leadership
- 1-10 pts – Scout Spirit – Patrol Flag, Patrol Cheer, etc.

TROOP 422 – Stretcher Assembly

Scouts will assemble a stretcher, the station will provide wooden poles and tarps. One scout will lay on the stretcher and be carried by 4 scouts that are blindfolded. The scout being carried will have to guide the blindfolded scouts through an obstacle course.

Troop 430 - Ice Fishing

1. Patrols/Crews lash together fishing poles and then catch fish.
2. Points are awarded for pole length, quality of lashings, and fish caught.

Troop 561 Cooking - Nailed It!

Patrols are scored on their Outdoor Cooking ability to replicate our sample dish. Since a Scout is Brave, they can also eat their creation after scoring!

Troop 793 Scout Corn Hole

Scouts will throw bean bags at a Corn Hole board. Scouts will toss bean bags to spell out the 12 points of the Scout Law.

Troop 903 - Sled Race Obstacle Course

Patrols will complete a sled race that requires speed, teamwork, and scout spirit. There will be obstacles that can be navigated for extra points. Scouts will be required to perform multiple roles in the team as they navigate the course. Extra points will also be given to patrols that demonstrate teamwork and scout spirit. Patrols can bring their own sled or use the ones provided by the district..

Troop 1123 - Fire Building

Fire Building challenge

Patrols will test their ability to identify suitable fire building materials from the surrounding area, using them to build a fire and burn through a string. Matches will be provided.

Troop 1429 KNOTS -- All materials will be provided.

1# Dining Fly Set-Up – 25 points total

Set up a dining fly using the appropriate knots including but not limited to two half hitches and taut-line hitch. Points based on Teamwork, Successfully Pitch the Dining Fly, Accuracy of Knots

#2 10 Knot Bonus Round – 25 possible points total

Score progressive points for each knot tied. Knots to be tied in order with no one Scout tying more than 2 knots unless the patrol size is less than 5. If you get stuck and are unable to tie a knot in the order below, bonus round ends.

- | | |
|--------------------------|----------------------------|
| 1. SquareKnot-1point | 6. Bowline–3points |
| 2. TwoHalfHitches-1point | 7. Timber Hitch–3points |
| 3. TautLineHitch-1point | 8. Figure8Knot–4points |
| 4. CloveHitch-1point | 9. Sheepshank–4points |
| 5. Sheet Bend–2points | 10. Lark’s Head – 5 points |

Troop 1778- Smooshboard Race

Patrol members work as a team to navigate a course using a set of patrol skis

Troop 1785 :Wood Cutting and Splitting

All materials including bow saws, axes, splitting mauls, sledgehammers, and wedges will be provided. The team will be judged on their ability to properly use a bow saw to cut the logs into a 2-inch symmetrical puck with clean cut lines. The team will also need to use the wood splitting tools to properly split the logs in for evenly size quarters of firewood. A mix of pine and oak logs will be provided.

Troop 1792 Rope Toss and Log Pull

Patrols will toss a coiled rope, from distance, across a horizontal beam. They will use a sheet bend to join a smaller gauged rope, use the small rope to tie a timber hitch around a log, then pull the log up the beam and secure the larger rope to a stake using a clove hitch. Event will be scored for time and accuracy of knots and lashing.

Troop 1814 - First Aid

Plan for 2 different scenarios (each with multiple medical situations) and will alternate between patrols. As long as the Scouts review the first aid requirements for Tenderfoot, Second Class, and First Class (straight out of their Scout Book), they will be prepared to conquer all of these scenarios. We will provide first aid material and our victim will have props for realism (blood, bones, etc.). If the below scenarios are provided in the Leader's Book, there will be no surprise when the Scouts show up to our station.

In addition to each scenario, we will ask other first aid questions such as:

1. If you must call 911, what information should you have and provide to the 911 operator?
2. What are the five most common signals of a heart attack?
3. For a stroke victim, what does FAST stand for?
4. How do you remove a tick?
5. What is CPR for and how do you properly do it?

Memory station

Patrols will have a set time to memorize a table full of "Scout STUFF"